

Add the following claims:

c-3 26. A board game apparatus as in claim 1 wherein said visual indication at each end of a said multi-token means is of a different color.

27. A board game apparatus as in claim 26 wherein there also is a printed indicia of GO and NO GO on each of visual indications.

### REMARKS

This submission is in response to the Official Action dated March 6, 2002. Claims 1 and 24 have been amended. Claims 1, 3, 4 and 6-25 are pending.

Claim 1 has been amended to better describe the multi-token of the invention and its intervention with the gameboard.

The multi-token of claim 1 is specifically defined as:

1. a parallelepiped object;
2. has four flat sides
3. has two opposite ends.

The interaction of each multi-token with the gameboard is that:

1. the three flat sides each has thereon a mode of transportation indicia (plane, boat, auto);

2. each of the opposite ends has a visual indication which indicates movement status.

The shape of the multi-token has the advantages that there is a space on each of the flat sides for the display of the transportation mode: auto, boat or airplane. Also, the flat sides permit the tokens to be stacked so that two or more tokens for the same or different players can be at the same location.

Claims 1, 3, 4 and 6-25 stand rejected over the combination of applicant's prior patent Barry 4,093,235 in view of Vogel, U.S. 3,588,144 and Gill, U.S. 4,182,516.

The prior Barry patent does show the basic gameboard. Barry does not teach or suggest the multi-tokens. The other references when combined with Barry still do not teach or suggest the subject matter of main claim 1. The points raised by the Examiner are discussed.

1. Vogel shows, in Fig. 1, cubical pieces (6 sides) with the lettering Z, N and I on different faces. The N can be converted into Z by orienting the piece. But Vogel uses only three of the six sides. Applicant's multi-token uses five of the six sides (three for the transportation modes (auto, boat, airplane) and the two ends for visual indications of movement status. Vogel's pieces have no interaction with the gameboard.

2. The Examiner (Office Action, page 3, lines 3-5) refer to column 1, lines 55-65 of Vogel, as teaching a game piece that has more than one indicia. This is true. But, as contrasted to Vogel, the various indicia (boat, auto, airplane) and applicant's pieces interact with corresponding indicia on the board. Vogel has no such

interaction. Also, in Vogel, one of the indicia is to be deliberately hidden. Applicant's tokens are meant to display the transportation mode on at least one side and another indication on one end.

3. The Examiner refers to Vogel's Abstract as teaching of orientation of the game pieces. This refers to the embodiment of a cylindrical game piece, which is described at Vogel, column 3, line 74, referring to Fig. 2, and the index marking 15. The index marking 15 would correspond to the opposite ends (visual indication of movement status) of applicant's token. Applicant's multi-token ends are always visible, even when the tokens are stacked. In Vogel, stacking of the pieces would obscure the index marking 15.

4. At page 3, line 8 of the office Action, the Examiner refers to sets of game pieces in Vogel that are of different colors. This feature, in itself, is not novel and is used in the subject invention to associate different multi-tokens with different players.

5. At page 3, lines 9-11 of the Office Action, the Examiner refers to parallelepiped and pyramid shaped tokens. Main claim 1 is specifically directed to a six sided token having useful information on at least three of its flat sides and on both of its ends. Vogel does not teach or suggest this.

6. The Examiner takes the position, at page 3, lines 13-15 of the Office Action, that it would be obvious in view of Vogel to have game pieces of different color. This refers to the use of tokens of different color to be associated with different

players. It does not consider the other features of the multi-token of the invention described above, of which five of the sides of the token interact with the gameboard to permit play of the game.

Gill is relied on to show a game in which the orientation of the game pieces indicate the direction of play. In Gill, the game pieces have pegs which fit into holes of a grid pattern perforated gameboard. An arrow 16 on the board displays the prevailing wind directions. The indicia 26 on a game piece is to be aligned with the wind direction arrow 16. This has no correspondence with the markings on the ends of the multi-tokens of the claimed invention.

Dependent claims 26 and 27 are added to further define the multi-token.

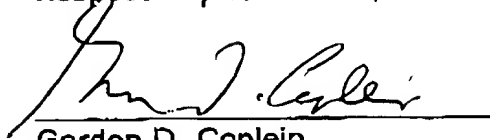
The combination of references does not teach or suggest the novel invention as set forth in main claim 1. Accordingly, claim 1 and its dependent claims are clearly patentable and should be allowed.

In view of the above amendments and remarks, it is respectfully requested that the application be reconsidered and that all pending claims be allowed and the case passed to issue.

If there are any other issues remaining which the Examiner believes could be resolved through either a Supplemental Response or an Examiner's Amendment, the Examiner is respectfully requested to contact the undersigned at the telephone number indicated below.

Prompt and favorable action is requested.

Respectfully submitted,



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**MARK-UP OF CLAIMS FOR AMENDMENT  
PURSUANT TO 37 C.F.R. §1.121**

1. (Amended) A board game apparatus designed to acquaint players with a predetermined region as represented on a map, said apparatus comprising:

a board having predefined directions thereon corresponding to directions on said map and including a series of marked areas forming a path extending about said board, each of said marked areas representing a particular locality within said region, having indicia therein identifying said locality, and being disposed on said board to correspond generally with the location of said locality on said map, selected ones of said marked areas on said board being designated as accessible only by indicated modes of transportation;

a plurality of multi-token means, each said multi-token means dedicated to a different player and being moveable for transportation along said path, wherein each said multi-token

§ (a) is a parallelepiped object with four flat sides and two opposite ends,

(b) the surface of each of at least three of [the] said flat sides [surfaces having] has a respective visual representation of a different mode of transportation for use by the corresponding

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player, and the said flat sides permitting vertical stacking of a plurality of said tokens with each token in a stack displaying at least two flat sides and one visual representation of a mode of transportation.

(c) each of the opposite ends of [the] said parallelepiped object also having thereon a respective [GO and NO GO] visual indication of movement of the token relative to said board, with one of said [GO and NO GO] visual indications to be placed facing a said marked area and the other facing the opposite direction to be viewed to indicate the playing status of the multi-token, each token to be moveable only with respect to marked areas corresponding to localities accessible by the corresponding mode of transportation; and means for determining the movement of each said multi-token means about said path.

24. (Amended) A board game apparatus as in claim 1, wherein a plurality of multi-tokens [can be] stacked at a marked area [with] has each multi-token in the stack [having] displaying its respective [GO or NO GO] visual indication displayed.